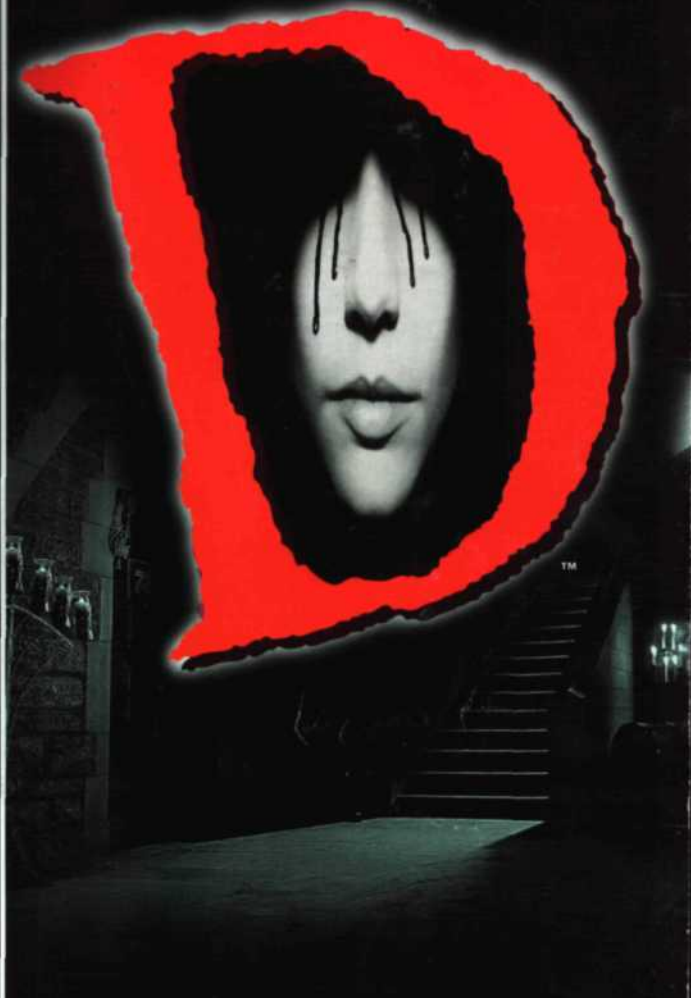


SEGA™

SEGA SATURN™



Solving the Mystery Means Visiting the Dark Pit of Your Soul
Das geheimnis zu lösen bedeutet in die dunkle Seile Deiner Seele zu sehen.
Résoudre le Mysrère...Explorer le Côte Noir de Votre âme.



Instruction Manual

COMPACT
disc

This game is licensed by
Sega Enterprises, Ltd. for play on the
SEGA SATURN™ System

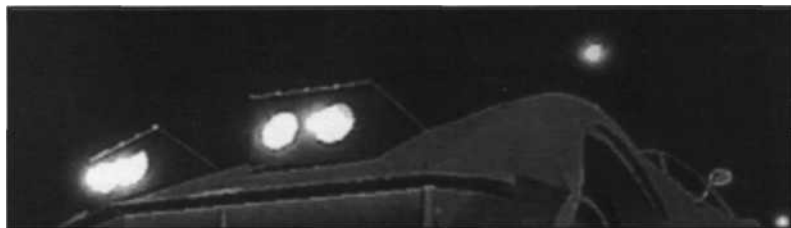
Acclaim

STORY



The year is 1997. It's the dead of night in Los Angeles. There has been a mass murder at a general hospital on the outskirts of town. The perpetrator is the director of the hospital, Richter Harris. He has locked himself up in the hospital and taken a number of patients as hostages. The police are helpless, unable to move in. Richter's only daughter, Laura Harris, hearing of the situation, rushes to LA from San Francisco, and drives alone to the tragic scene at the hospital grounds...

Will Laura be able to penetrate the riddle of her transfigured father?



STARTING UP



1. Set up your Sega Saturn™ system as described in its instruction manual.

Plug in Control Pad 1.

Note: D™ is for one player, and uses two discs. Midway through the game you must switch discs.

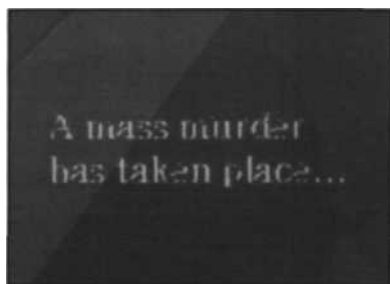


2. Place Disc 1 of D™, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on screen Control Panel.

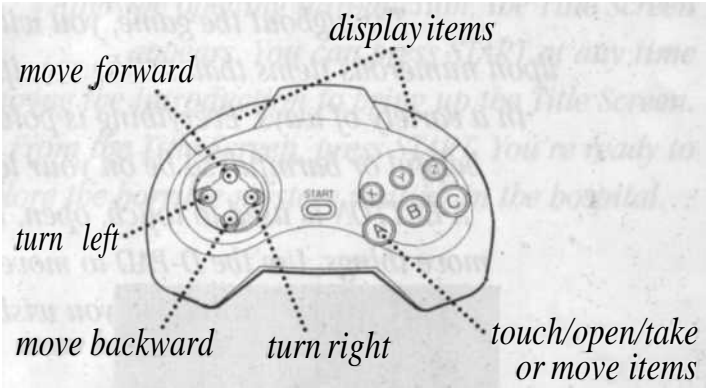
Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



WARNING:

This game has no save function, but requires 5 units of internal back-up RAM. When playing this game on a wide screen TV, part of the screen may not be displayed.

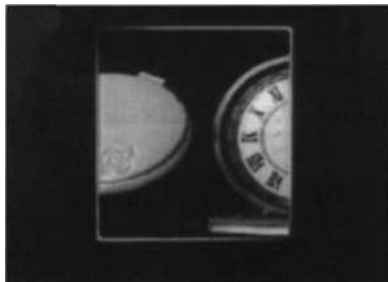
OPERATION



ITEM DISPLAY

Items are displayed with the LEFT and RIGHT SHIFT BUTTONS. Press the A BUTTON to select.

The item display can be turned off with the B BUTTON. (The C, X, Y and Z buttons are not used).



ACTION

Throughout the game, you will come upon numerous items that can be manipulated in a variety of ways. Everything is potentially helpful or harmful, so be on your toes. The A BUTTON is used to touch, open, take or move things. Use the D-PAD to move in the direction you wish to go.



GETTING STARTED

After the opening introduction, the Title Screen appears. You can press START at any time during the introduction to bring up the Title Screen.

From the Title Screen, press START. You're ready to explore the horrible mystery waiting in the hospital...



EXPLANATION OF RULES

1) Time Limit Due to its story, this game has a two hour time limit. Laura, the protagonist, enters the hospital at 3 o'clock, but at 5 o'clock the other world is closed off, so the game terminates. Be aware of the time while you are playing this game.

Note: In keeping with the time limit, this game does not contain a pausefeature.



2) Multiple Endings This game has multiple endings, which vary depending on the action of the protagonist.

We hope you will play, without giving up, until the words "THE END" appear.

3) Two CD Set This game comes in a two CD set, so midway through the game the player must switch from the 1st to the 2nd CD.

Change CDs according to the instructions on the screen.



TAKING AND USING ITEMS

When an item is necessary, it is automatically taken when it is found. To use an item, first display items on the screen with the Left and Right Shift buttons, set the item to be used by moving left and right with the direction buttons, and then press the A button.



Items which Laura has from the beginning

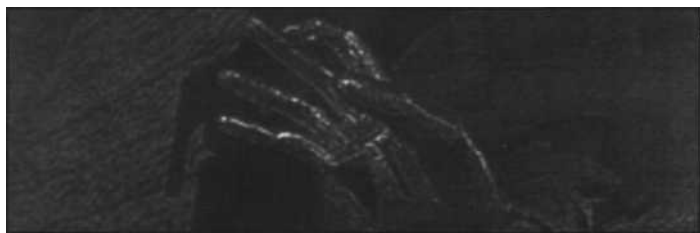
Clock: Lets the player know the current time.

Compact: Gives the player hints on the game.



HOW TO ENJOY THIS GAME

To get 120% enjoyment out of your Saturn™ D, make the room as dark as possible by drawing the curtains and turning off the lights. (Playing on a dark night is the best!!) Turn up the TV or audio volume. (If playing in the middle of the night, be sure to wear headphones so you do not disturb people around you.) Can you solve all the riddles before the door to the other world closes?



ACCLAIM®LIMITEDWARRANTY

ACCLAIM warrants to the original purchaser of this ACCLAIM product that the medium on which the computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software is sold "as is", without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from the use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Customer Service Centre. Replacement of the cartridge, free of charge to the original purchaser is the full extent of our liability, please mail to

ACCLAIM DISTRIBUTED BY ACCLAIM ENTERTAINMENT LTD., Moreau House,
112-120 Brompton Rd., Knightsbridge, London SW3 1JJ, England.

Please allow 28 days from despatch for return of your cartridge.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void of the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING OR OBLIGATED, ACCLAIM ENTERTAINMENT LTD, ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM PRODUCT. THIS IN NO WAY AFFECTS YOUR STATUTORY RIGHTS.

This computer program and its associated documentation and materials are protected by both National and International copyright law. Storage in a retrieval system, reproduction, translation, hiring, lending, broadcasting and public performances are prohibited without express written permission of ACCLAIM.

SEGA and SEGA SATURN are trademarks of Sega Enterprises, Ltd.

This product is exempt from classification under U.K. Law. In accordance with The Video Standards Council Code of Practice it is considered suitable for viewing by the age range(s) indicated.

^o 1995 Kabushiki Kaisha Warp. Under license to Acclaim Entertainment.
All Rights Reserved. Acclaim is a division and registered trademark of Acclaim Entertainment. Artwork and packaging TM & ^o 1996 Acclaim Entertainment.
All Rights Reserved. Sega and Saturn are trademarks of Sega Enterprises, Ltd.
All rights reserved.



SEGA SATURN

LOOK
FOR

RESURRECTION

RISE 2

Gamesworld
"Game Play To Die For!" -94%
PC Attack
"they're onto a winner"

PC Spiel
"Die Anzahl der Special Moves ist gewaltig!"
Gamestar 4
"le produit annonce tout ce qu'il faut pour exploser"

Micromania
"comunidad de acción espectacularmente efectiva."
"Un buen juego en conclusión" -90%
The Games Machine
"Rise 2 Resurrection: è un vero game avanti."



MIRAGE

Acclaim



© 1995 Kabushiki Kaisha Warp. Under license to Acclaim Entertainment, Inc. All Rights Reserved. MIRAGE TM RISE 2 RESURRECTION TM is licensed from MIRAGE TECHNOLOGIES (MULTIMEDIA) LTD. © 1996 MIRAGE TECHNOLOGIES (MULTIMEDIA) LTD. MIRAGE TM and RISE 2 RESURRECTION TM are trademarks of MIRAGE TECHNOLOGIES (MULTIMEDIA) LTD. and used with permission. ALL RIGHTS RESERVED. "Cyborg" will be featured on Brian May's forthcoming solo album, to be released on EMI Records. Acclaim is a division and registered trademark of Acclaim Entertainment. Artwork and packaging TM & © 1996 Acclaim Entertainment. All Rights Reserved. DISTRIBUTED BY ACCLAIM ENTERTAINMENT LTD., Morley House, 112-170 Tottenham Rd, Knightsbridge, London SW3 1JJ, England. DISTRIBUTED BY ACCLAIM ENTERTAINMENT GmbH, Fürstentorstrasse 9/4, D-80331 München, Deutschland. DISTRIBUIRE PAR ACCLAIM ENTERTAINMENT S.A., 12/14 Rond Point des Champs Elysees, 75008 Paris, France. Distribuida por ARCADIA SOFTWARE S.A., Paseo de la Castellana, 52-6a Planta, 28046 Madrid, España. DISTRIBUTED BY ROADSHOW ENTERTAINMENT, The Merion Centre, 235 Pyrmont Street, Pyrmont, NSW 2009, Australia.

Security Program © SEGA 1994 ALL RIGHTS RESERVED UNAUTHORIZED COPYING, REPRODUCTION, RENTAL, PUBLIC PERFORMANCE OR BROADCAST OF THIS GAME IS A VIOLATION OF APPLICABLE LAWS.

PATENTS: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada Nos. 1,183,276/1,082,351; Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-155; U.K. No. 1,535,999; France No. 1,607,029; Japan No. 1,632,396.